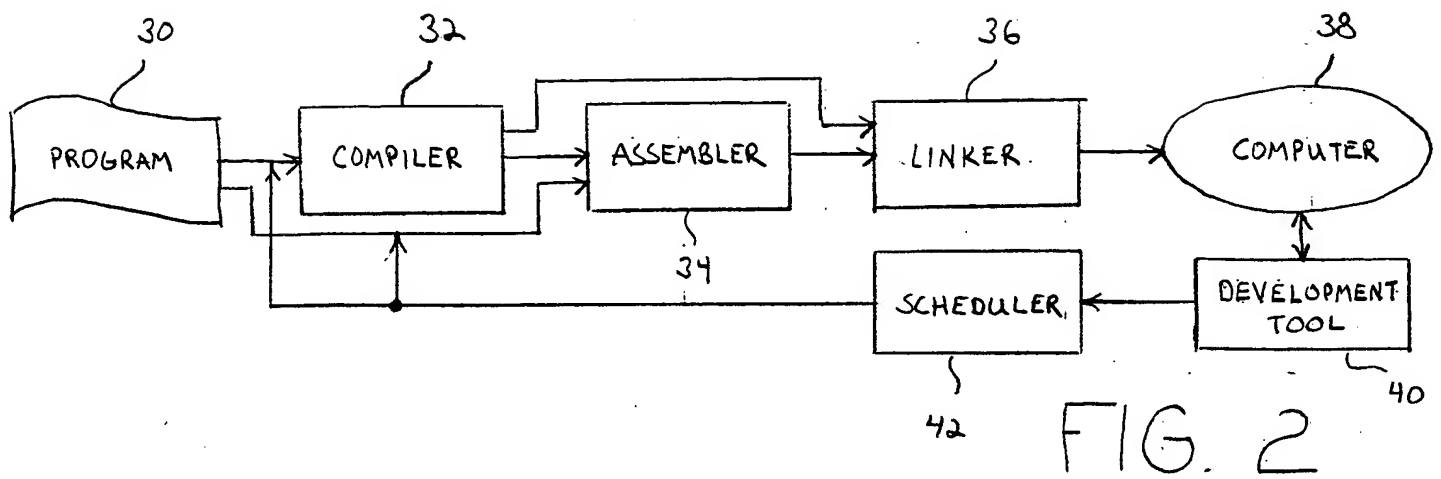


FIG. 1



$*bp = (*bp \& rm[offset]) \mid ((cd \ll offset) \& mask)$

```

1: const    tmp1,mask           ;load mask
2: consth   tmp1,mask           ;load mask
3: sll      tmp2,cd,offset      ;cd<<offset
4: and      tmp2,tmp1,tmp2      ;(cd<<offset) & mask
5: const    tmp1,_rm            ;base address rm
6: consth   tmp1,_rm            ;base address rm
7: add      tmp1,tmp1,offset     ;address of rm[offset]
8: load     tmp1,(tmp1)         ;rm[offset]
9: load     bp,(&bp)            ;*bp
10: and     tmp1,bp,tmp1        ;*bp & rm[offset]
11: or      tmp1,tmp1,tmp2      ;final expression
12: store   tmp1,(&bp)         ;assign *bp

```

Decode

Execute

Writeback

10	11	12	13	ALU1	ALU2	SHF	LS	BRN	R1	R2	Cycle
1:const	2:consth	3:sll	4:and								1
5:const	6:consth	7:add	8:load	1:const		3:sll					2
9:load	10:and	11:or	12:store		2:consth				1	3	3
				4:and	5:const				2		4
				6:consth					4	5	5
					7:add				6		6
							8:load		7		7
							9:load				8
									8		9
	10:and								9		10
		11:or							10		11
			12:store						11		12

FIG. 3

Stage	Issue 1	Issue 2	Issue 3	Issue 4
Write Back	none	none	none	none
Execute	0x1000	0x1001	0x1002	0x1003
Memory 1	0x1006	0x1007	0x1008	none
Memory 0	0x100A	none	none	none
Address Generation	0x100B	0x100D	0x100F	0x1011
Read Data	none	none	none	none
Grouping	0x1013	0x1014	0x1015	0x1016
Fetch/Decode	0x1017	0x1018	0x1019	none

← 60

FIG 4

Cycles		TARGET DISASSEMBLED CODE			
70	72	0xfff	:	nop	
67		0x1000	EX	_start::	bits %fmode, 0x2
		0x1001	EX	:	mov r9, 2
		0x1002	EX	:	mov r10, 0xff00
		0x1003	EX	:	mov r11, 0xf0f0
		0x1006		:	mov r2, r9
		0x1007		:	mov r3, r9
		0x1008		:	mov r13, 0x14
		0x100a		tst_bgn::	xor.e r0, r0
		0x100b		:	mov g0, r0
		0x100d		:	mov %loop0, 0x1c
		0x100f		:	mov r8, 0x3d
		0x1011		:	mov r12, 0x0
		0x1013	GR	lp_calc::	ldu r4, r12, +1
		0x1014	GR	:	ldu r6, r8, +1
		0x1015	GR	:	mac r0, r4, r6
		0x1016	GR	:	ldu r5, r12, +1
		0x1017	FD	:	ldu r7, r8, +1
		0x1018	FD	:	mac r0, r5, r7

← 64

↑ 66

↑ 62

↑ 68

↑ 74

↑ 76

FIG. 5

Disassembly

469 cycles

TARGET DISASSEMBLED CODE

```

-- 0x1e0      GR      :      ldd    r2, a7, 0x1
-- 0x1e1      GR      :      mov    a6, a7
-- 0x1e2      GR      :      add    a6, 3
-- 0x1e3      GR      :      ldd    r4, a6
-- 0x1e4      FD      :      mov.e   a1, r2
-- 0x1e5      NEFD     :      mov.e   a0, r4
-- 0x1e6      NEFD     :      ld      r6, a0
-- 0x1e7      NEFD     :      st      r6, a1
-- 0x1e8      NEFD     :      ld      r6, a1
-- 0x1e9      NEFD     :      iadd.e  r4, 1
-- 0x1ea      NEFD     :      std    r4, a6
-- 0x1ec      NEFD     :      iadd.e  r2, 1
-- 0x1ed      NEFD     :      std    r2, a7, 0x1
-- 0x1ef      RD      :      cmp    r6, 0
-- 0x1f0      RD      :      bnz    0x1e1
-- 0x1f1      NEFD     :      ldd    a0, a7, 0x5
-- 0x1f2      NEFD     :      add    a7, 6
-- 0x1f3      NEFD     :
-- 0x1f4      FUNC_EXIT strcpy::  ret
-- 0x1f5      write sdsp::  pushd   r10, a7

```

80

FIG. 6

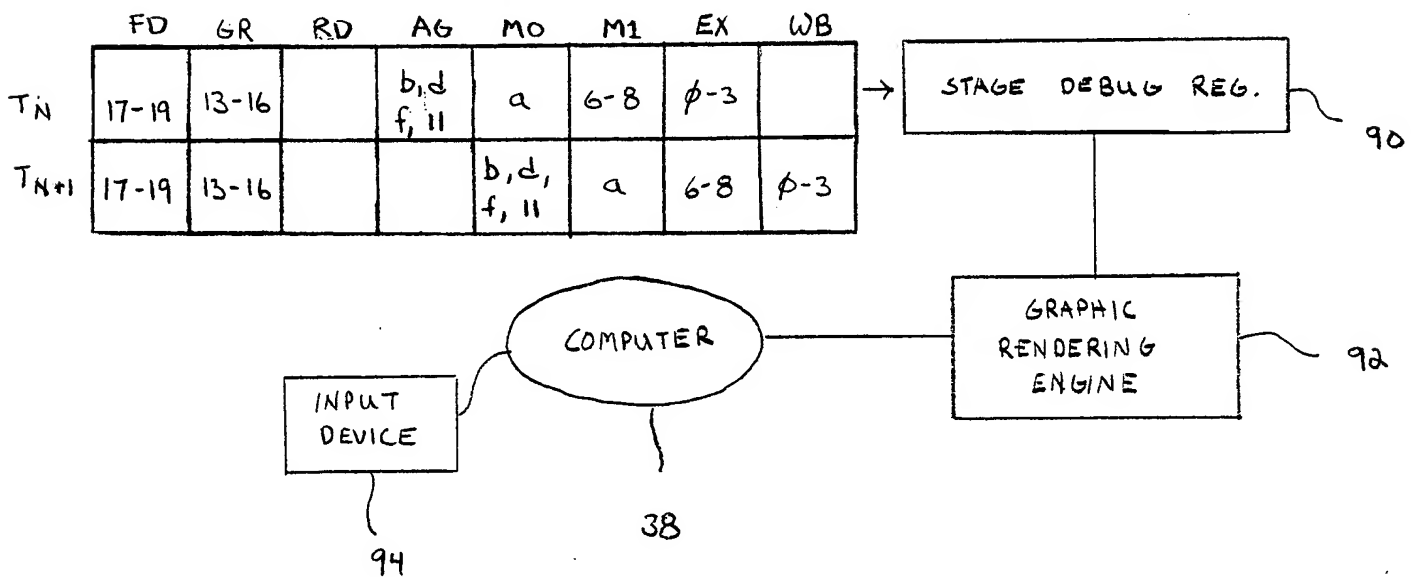


FIG. 7